



Australian Government

Assessment Requirements for ICTGAM503 Create a complex 3-D interactive computer game

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Performance Evidence

Evidence of the ability to:

- determine required game assets
- apply a variety of strategies for game trialling and testing
- apply original and innovative approaches to the creative development of a 3-D game
- implement game development and production strategies
- maintain the integrity of the design brief and game design document
- communicate, collaborate and participate in a team environment
- transform the prototype into final publication.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- explain basic programming techniques
- summarise the capabilities and constraints of game engines
- discuss the process used for computer games development, including specific terminology
- provide a detailed summary of current game-play hardware and software products
- explain risk and critical path management
- outline technical constraints that hardware imposes on:
 - graphics requirements
 - code development
 - creative visual design.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- computer hardware and software
- games engines
- file storage
- the internet for research purposes.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>